

Gaido

A game by Benjamin Gerber

Artwork: Normie Herd

2-4 players - Ages 10+ - 15-20 minutes

PLAY TEST EDITION – comments, questions, suggestions? Contact Ben at bgerber@gmail.com

Introduction

Medieval Japan has so much to offer in the way of scenery! Vast mountains, quaint villages, hidden shrines and much more. The real treasures however are those that jump and fly - the rare brown squirrels, cranes, egrets and eagles who make their homes in remote locations. These hard to find creatures are the ultimate destination of any tour of the countryside.



In Gaido, players take on the role of guides and travelers journeying through the countryside of medieval Japan. Guide duties are shared, with each player taking the responsibility for one day of their journey. The guide directs the group of players through the Japanese landscape, to their journey's end. Only the current guide can decide when a journey is over.

There are four animals the group is trying to spot, squirrels, cranes, egrets and eagles. These animals are found in four different locations and represent the end of a journey. On the play table, players will create four stacks of cards, called Journeys. These stacks represent the different paths to the four animals.

Every Journey card has a Kanji symbol on it which indicates how many points each player will receive when that stack is scored. Cards can be played facing any direction. There are sixteen Journey cards and four Journey's End cards which, when played on one of the four journeys will immediately end that journey and score that stack of cards.

Setup

There are a total of 16 landscape cards, and 4 Journey's End cards, represented by different animals. There are also 24 tokens.

To start the game, shuffle all 20 cards. Each player draws 3 cards to form their starting hand. Any leftover cards are placed within easy reach of all players as the Draw Pile. Place all 24 tokens within easy reach as well.

Play

The player who most recently went on a long journey starts the first round.

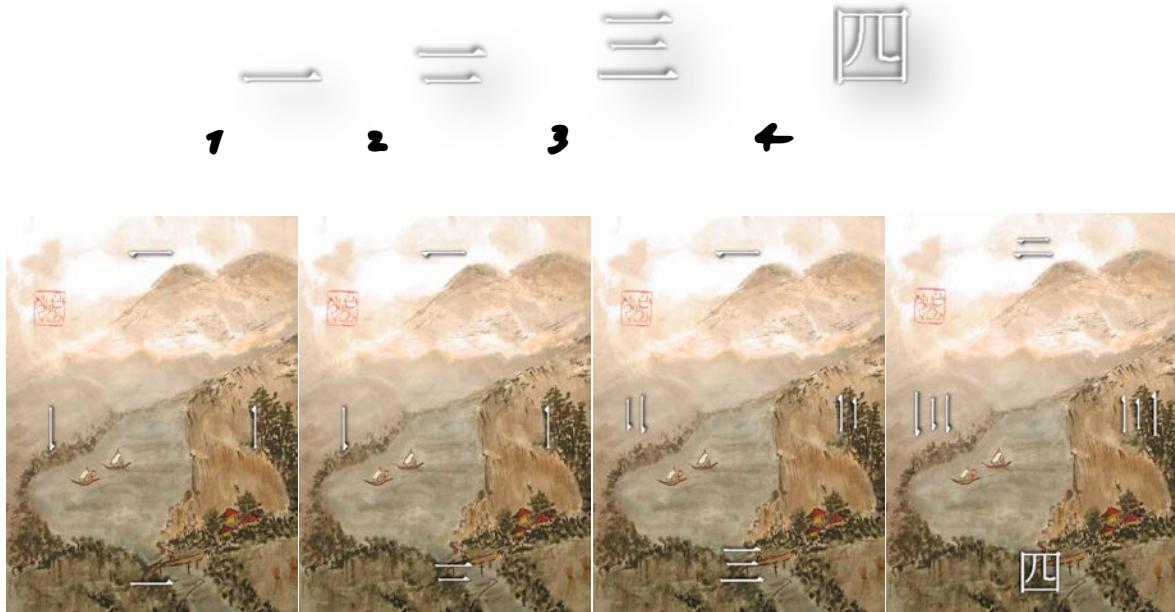
On each player's turn, they draw one card, and then they must play one card into one of four stacks, or in some special circumstances, discard one card into the discard pile.

There are four different Journey cards. These are played on the table in four stacks, called Journeys, one stack for each different Journey Card landscapes. They may be played facing any direction, even if that direction is different than the card below them.



Four Journey Stacks

Cards have Kanji numbers on them representing the numbers 1-4.



These numbers are the number of points earned by the players they are facing when a Journey stack is scored. If playing with less than four people, ignore numbers that do not face a player.

At the start of the game you will want to play a Journey card with the largest number facing you. You may wish to change this however as the game progresses and the timing of scoring becomes more of a factor.

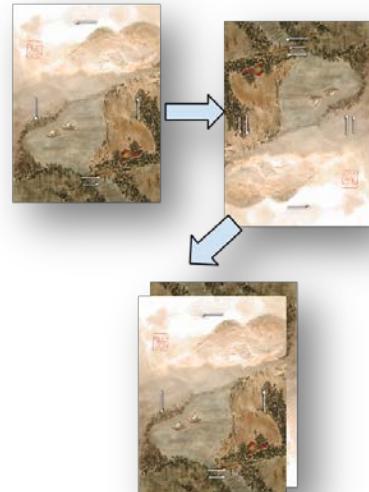
You may only place a Journey card on top of another Journey card if they feature the same landscape, and if you can place the card so that there is a larger number facing you than there is on the card you are covering on the stack.

If you have a journey's End card in your hand (Eagle, Crane, Squirrel, Egret), you may also play this next to any of the four Journey stacks, as long as at least one landscape card is already in that stack.

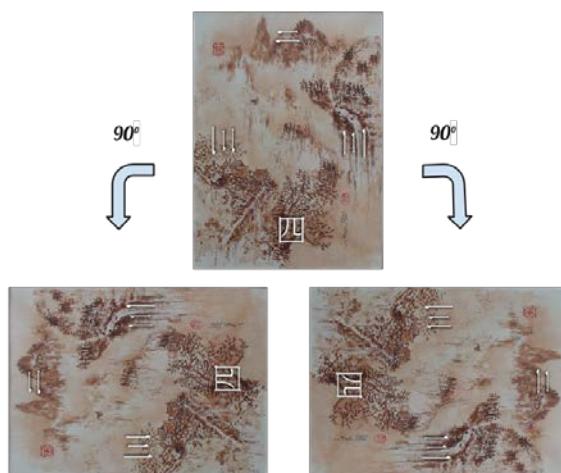
As soon as you play a Journey's End card next to a stack, no other Landscape cards of that type may be played on that stack and the stack is scored before play moves on to the next player.

After a Journey has been scored, any players who still have cards from that Journey in their hands, or later draw them, may choose to discard one of these cards rather than play a card. Only Journey cards from Journey's already scored may be discarded. No other cards may be discarded at any time.

Scoring



To score a Journey stack, the player who played the Journey's End card may rotate the top card on that Journey stack 90° to the left or right.



Starting with the lowest number, each player takes a number of tokens equal to the number on the card that faces them. Score only the top card in the stack.

That Journey may no longer be played in this round. If a player has or draws a card of that Journey, they may keep it in their hands or they may choose as their action to discard it. You may only discard Journey cards, and then only if that Journey has come to an end.

Ending a Round

The round ends in one of two ways. Either when all 4 of the Journey's End cards have been played, or as soon as the last token has been taken.

Each player counts up their tokens. The player with the most tokens is the winner of that round and is declared the Gaido (guide). If there is a tie, each player with the highest number of tokens is declared a Gaido.

Each time a player is declared a Gaido, they take one token from the pile and set it aside. This is their reward.

Winning

In a two player game, the first player(s) to reach 5 rewards is declared the winner.

In a three player game, the first player(s) to 4 rewards is declared the winner.

In a four player game, the first player(s) to 3 rewards is declared the winner.

More than one person may win this game.

Play Testers

Hetchen Erinfeld, Luca Gerber, Chris Peterson





